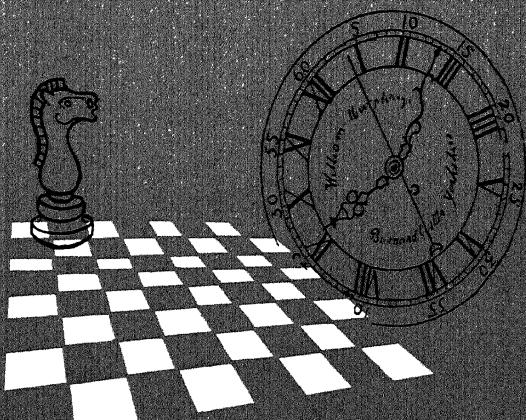


Frank J Marshall

CHESS

in an

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ACKNOWLEDGMENT

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INTRODUCTION

ANYBODY can learn to play chess. It is not such a difficult game as most people think. You can learn the moves in fifteen minutes. In another fifteen minutes you can get the idea of the game, and you can play within the hour.

Once chess was regarded as a game for men. Today women, boys, and girls are playing it too.

Chess games are not dull, slow affairs that last for days. Chess games can be made short, quick, and sparkling. There is also Five and Ten Second Chess in which the game is finished in two minutes. Even championship games are often over in a few hours.

With its Kings, Queens, Castles, Bishops, and Knights, chess is both picturesque and dramatic. And with its many combinations and rich possibilities of play it is inexhaustible as a means of entertainment. You never get tired of chess because every game springs some new surprise. Of all games for two players chess is one of the most satisfying.

Because of its educational value, chess is now taught in the Public Schools of Milwaukee. Its ethical value is that it encourages clean play.

Chess is a particularly fine game for those who are shut indoors because it can be played by correspondence, each player setting up the

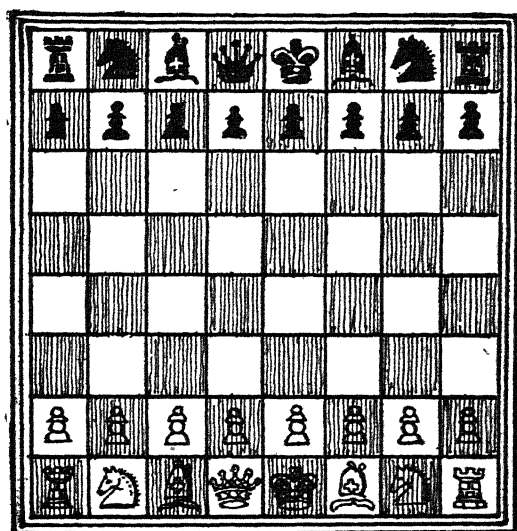
men on his own board and sending his move on a post card to the other player. As an aid to ease of mind chess is invaluable, since it takes the mind off the many little things in daily life that frequently disturb and irritate. Chess teaches patience, clear thinking, and courage in contest. It also promotes good sportsmanship. No one who has learned the game ever regretted it for its delights and rewards are endless. You can play chess all your life. Chess is truly the king of games.

LESSON I

HOW THE CHESSMEN ARE SET UP

HERE we see the chessmen set up correctly. Observe that the board has 64 squares, just as a checker board, and that it is placed so that a white or red square is always at the right hand of each player.

Black



White

Each player has 8 pieces and 8 pawns, both sides facing each other exactly, man for man, King opposite King, Queen opposite Queen, etc. The White Queen is always on a white square, and the Black Queen on a black square—*Queen on her own color*, as the phrase is.

A King (the tallest piece), abbreviated K.	
A Queen	“ Q.
Two Bishops, each	“ B.
Two Knights, each	“ Kt.
Two Rooks or Castles, each	“ R.
Eight Pawns, each	“ P.

Now if you will mentally draw a line between your King and Queen, and between the two Pawns standing in front of them, you will see that your own side of the board is divided into two sides, a King's side and a Queen's side. By this division the pieces and the pawns receive their full names. That is, the Bishop, Knight, and Rook, standing at the side of the King, are called respectively King's Bishop (KB), King's Knight (KKt), King's Rook (KR). Likewise the Pawn in front of the King is called the King's Pawn (KP) while those in front of the other pieces respectively the King's Bishop's Pawn (KBP), King's Knight's Pawn (KKtP), King's Rook's Pawn (KRP). This applies also to the Queen's side. Here you have the first step in chess notation.

LESSON II

MOVES, LAWS AND ETIQUETTE

THE object of the game of chess is to put the opposing King in such a position that he cannot ward off attack, either by interposing a piece or pawn, or by moving to a place of safety. When that happens the King is said to be "checkmated" and the game is over.

If in the process of the game a player touches one of his own men, he must move it, and if he touches several of his men his opponent has the right to name the one to be moved. Thus, too, if a player touches one of his opponent's men when he is about to capture it, he must complete the capture, and if he touches several of his opponent's men the opponent again has the right to name which one is to be captured. Should a player touch one of his own men as well as one of his opponent's, he must capture the opponent's man if such capture is legal. If it is not, the opponent may require that the player shall either move the man that he touched or capture the opponent's man with any man at the player's option with which the capture can be legally made. No penalty can be exacted where any of the preceding moves cannot be made legally.

A move is completed when, in moving a man from one square to another, the player has taken

his hand off the man. It is completed in capturing when the captured man has been removed from the board and the player has taken his hand off the man making the capture, and in Castling when the player has taken his hand off the Rook. Finally, in promoting a pawn, the move is completed when the player has replaced the pawn with another piece and taken his hand off that piece.

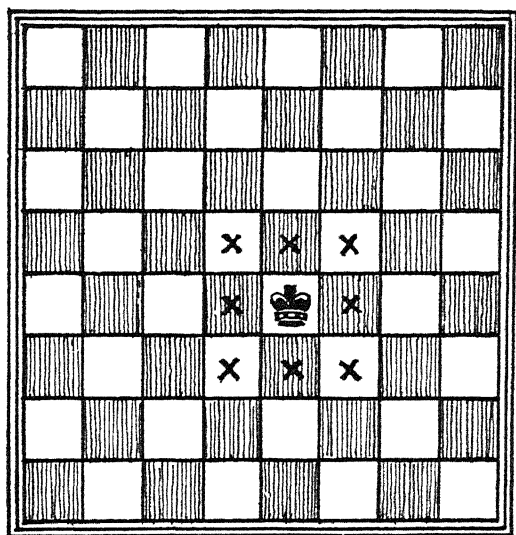
In playing informal chess as compared to tournament chess there is no time limit. Courtesy requires, however, that you do not study over-long and thus weary your opponent.

Chess is a game of strategy, not trickery. Therefore such things as pretending to make a bad move when you have in reality made a good one, or, having made a bad move, trying by talk to divert your opponent's attention from it, and like actions, are evidences of poor sportsmanship.

When your game is plainly lost, resign gracefully and start another game, unless, of course, your opponent wants to continue and see how he can actually mate you.

Lastly, don't dispute over trifles; don't get surly when your game is not going well; don't make lame excuses when you lose; and don't gloat over your opponent when you win. Be a fine sportsman always and chess will give you just that much more pleasure.

THE KING

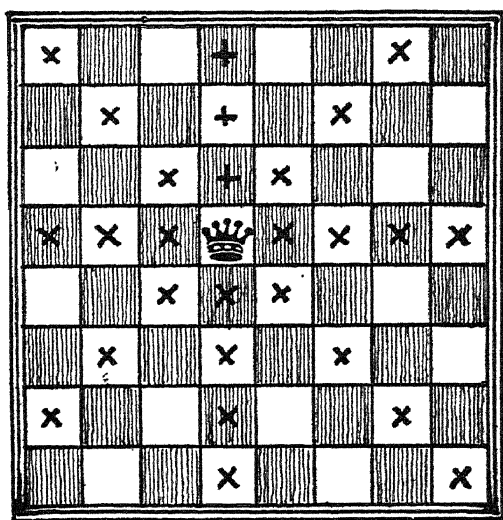


The King is the all-important piece, although he moves only one square at a time in any direction—forwards, backwards, sideways, or diagonally. The King can capture any enemy piece or pawn that is undefended, whereas he, himself, is not subject to capture. He may not at any time move into check, that is on to a square controlled by the opponent. He must always stay at least one square away from the opposing King. Both Kings always remain on the board.

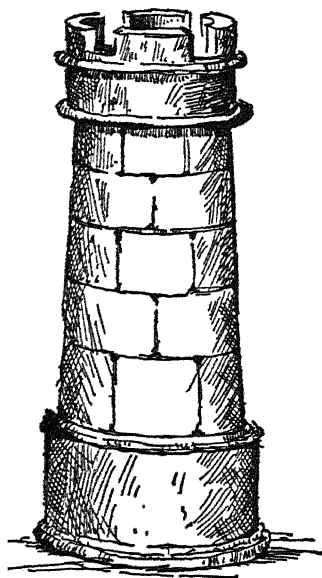


*Black King
French Carved Ivory*

THE QUEEN

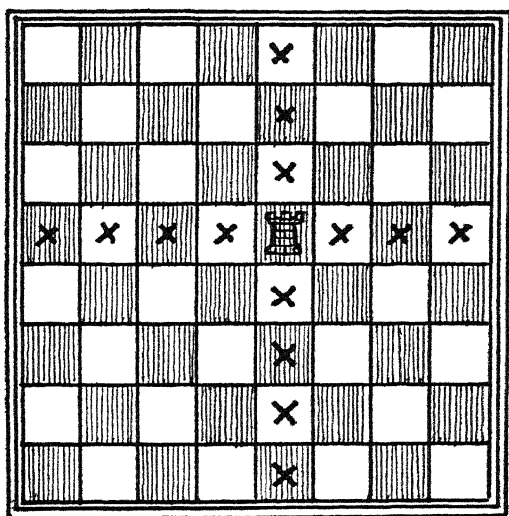


The Queen is the most powerful piece on the board. Like the King she may move forwards, backwards, sideways, or diagonally in a straight line, but with the difference that she may move any number of squares, provided there is no obstructing piece or pawn in her path. She may, of course, capture an enemy piece or pawn, which she accomplishes by removing the captured man and occupying the square which has been vacated.



*Castle or Rook.
Medieval English.*

THE ROOK

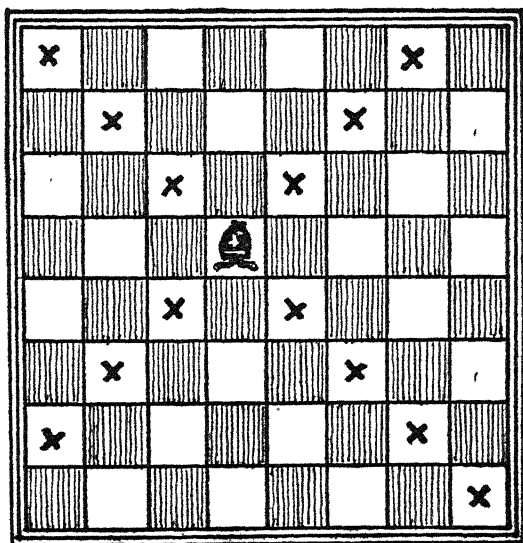


The Rook is next in power to the Queen, and moves forwards, backwards, or sideways, but not diagonally, any number of squares in a straight line, provided there is no obstruction. Most often the power of the Rook is in the ending of the game. The Rook captures in the same way the Queen does. The moves of the Rook are shown above. The Rook is also used in Castling, a move explained on page 32.



*Bishop
Wedgewood Set.*

THE BISHOP

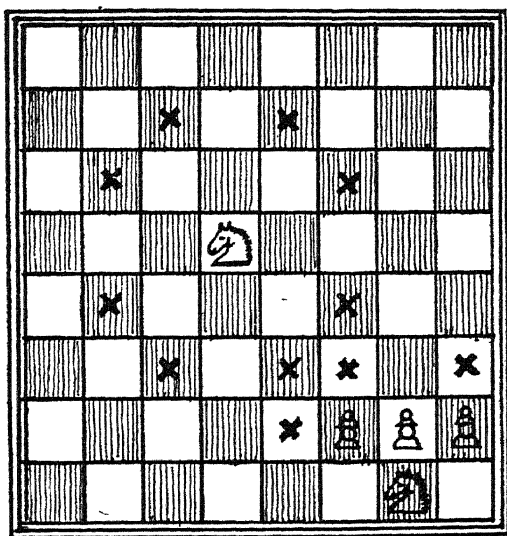


The Bishop moves only diagonally, either forwards or backwards and any number of squares in a straight line, provided there is no obstruction. The Bishop captures in the same way the Queen or Rook does. Observe that you have two Bishops, one on a white square and one on a black square. As they can move only diagonally, each Bishop must forever remain on his own color of square.

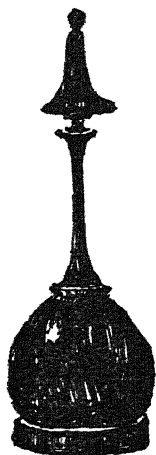


Knight
French. Carved Ivory

THE KNIGHT

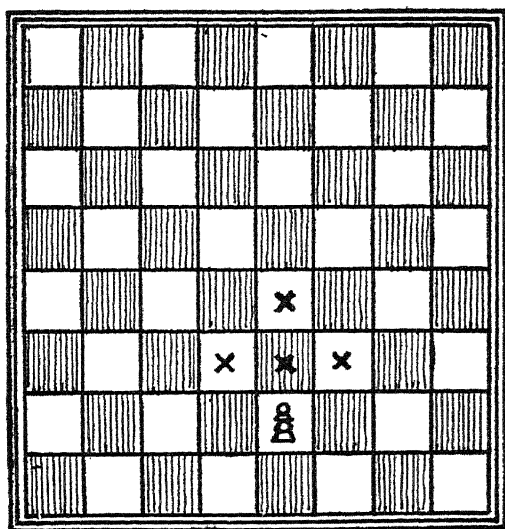


The Knight moves in a very special way: either he goes forward one square and then one square diagonally to the right or left, or he goes immediately to a diagonally right or left square and then forward one square. The Knight is the only piece which can leap over obstructing men, see diagram, though he captures in the same way that other pieces do. When a Knight leaves his square he always lands on a square of the opposite color.



Pawn
French carved Ivory

THE PAWN



The Pawn moves forwards only, never backwards. On its first move it may go optionally one or two squares. After that it can move only one square at a time, capturing, however, like the Bishop, on the diagonal. When any pawn arrives at its eighth square, the player may substitute for it any other piece except the King. As the game nears the ending the Pawns become increasingly valuable.

Black

bs:80	bs:80	bs:80	bs:80	bs:80	bs:80	bs:80	bs:80
QR:8	QR:8	QB:8	Q:8	K:8	KB:8	KK:8	KR:8
bs:70	bs:70	bs:70	bs:70	bs:70	bs:70	bs:70	bs:70
QR:7	QR:7	QB:7	Q:7	K:7	KB:7	KK:7	KR:7
bs:60	bs:60	bs:60	bs:60	bs:60	bs:60	bs:60	bs:60
QR:6	QR:6	QB:6	Q:6	K:6	KB:6	KK:6	KR:6
bs:50	bs:50	bs:50	bs:50	bs:50	bs:50	bs:50	bs:50
QR:5	QR:5	QB:5	Q:5	K:5	KB:5	KK:5	KR:5
bs:40	bs:40	bs:40	bs:40	bs:40	bs:40	bs:40	bs:40
QR:4	QR:4	QB:4	Q:4	K:4	KB:4	KK:4	KR:4
bs:30	bs:30	bs:30	bs:30	bs:30	bs:30	bs:30	bs:30
QR:3	QR:3	QB:3	Q:3	K:3	KB:3	KK:3	KR:3
bs:20	bs:20	bs:20	bs:20	bs:20	bs:20	bs:20	bs:20
QR:2	QR:2	QB:2	Q:2	K:2	KB:2	KK:2	KR:2
bs:sq	bs:sq	bs:sq	bs:sq	bs:sq	bs:sq	bs:sq	bs:sq
QR:sq	QR:sq	QB:sq	Q:sq	K:sq	KB:sq	KK:sq	KR:sq

White

LESSON III

CHESS NOTATION

WITHOUT a complete knowledge of chess notation you cannot record your own games or understand those that are recorded in newspapers, magazines, and books. The diagram facing this page will show you the entire board notated both from the side of White and the side of Black.

You will observe that all the squares have names which they derive from the pieces occupying them at the beginning of the game. King's Rook's square means, for White, the square at the right-hand corner of the board upon which the King's Rook stands before the game starts. In notation it is written KRsq or KR1. The square in front of the Rook is called King's Rook second, or KR2, and so on up to the eighth square, which is KR8. If White, in opening the game, moves his King's Pawn forward two squares, it will rest on the fourth square, designated K's 4th in the diagram. The move itself is described as P—K4. The same system of notation applies for Black from his side of the board. White records his moves looking at the board from his side and Black looking at the board from his side. In chess notation the act of capturing is indicated by an "x". Thus P x P means that one pawn captures the other, or pawn takes pawn.



LESSON IV

YOUR FIRST GAME

NOW that you have a clear view of the fundamentals of chess it is time to study a game in actual play. Accordingly you set up the men on your board, turn to the diagram of notation, and take a sheet of paper drawing a line down the middle of it. At the top of the left side write the word *White*, and underneath it put in a column, 1, 2, 3, 4, 5, etc. Do the same on the right side of the paper for Black. Then take your seat behind the Black men. It is White's move because White always opens the game. He puts his King's Pawn forward two squares. Now look at the diagram and you will see that the Pawn occupies the square designated King's 4th, looking from White's side of the board. Therefore, under the word *White*, you write:

White

1. P—K4

You will remember that none of the pieces except the Knights can move if they are obstructed. Therefore White's first problem is to remove some obstruction so that as many pieces as possible will be free to move. By advancing the King's Pawn two squares White opens the way for his King's Bishop and his Queen to move. As Black must also free his pieces as soon

as possible he too moves his King's Pawn two squares. This also stops White's Pawn from advancing on the next move. Accordingly you write:

Black

1. P—K4

Now White sees that Black's King's Pawn is unprotected. So he brings out his King's Knight, threatening to capture the Pawn. Therefore write down as White's second move:

2. Kt—KB3

Look on the diagram and you will find the square designated KB's 3. Although White's Knight was closed in by a Bishop on one side, a Rook on the other side, and pawns in front, it could be brought out since a Knight can leap over pieces and pawns. Furthermore the Knight could be placed on King's Bishop's 3rd because Knights may move one square forward and one square diagonally to the right or left. White selects the diagonal square to the left because there the Knight attacks the Pawn.

Now as this Pawn is valuable Black must protect it. So he makes a move that will guard the Pawn and develop a piece at the same time.

2. Kt—QB3

If White should capture the Pawn with his Knight, Black's Knight would capture White's Knight, which would be a very bad bargain at

this stage of the game since a Knight is worth more than a pawn. Considering the pawn as a unit of measure the pieces, with the exception of the King who has no value since he cannot be captured, are roughly valued as follows:

Queen	10	points
Rook	5	points
Bishop	3	points
Knight	3	points

This valuation applies to the pieces only in the beginning of the game. After the game is developed the valuation may change, especially with the pawns themselves.

It is again White's turn to play. He sees that he must get more pieces into action. He can bring out his Queen, but she is too valuable and powerful a piece to play out so early and be made the subject of attack. The Queen's Bishop is still locked in. The King's Bishop is best; but where to place it? It might be placed on K2, that is, right in front of the King, thus furnishing an additional guard for the Knight. But the Knight is already guarded by its own Pawn standing diagonally behind it, and also by the Queen. Besides, the Knight is not attacked. Therefore the move is too negative, too timid. It might be placed at Q3 to protect the King's Pawn which is unguarded. But here it blocks the Queen's Pawn. Queen's Bishop's 4th may be considered, where the Bishop aims at Black's



*King
English Medieval.*

weak King's Bishop's Pawn. This is a powerful move and has been played with great success in thousands of games. Yet this move, sound though it is, makes for a rather slow, quiet game. The Bishop cannot be played at Queen's Rook 6th, because Black would capture it with his Queen's Knight's Pawn. So White decides upon placing the Bishop on his Queen's Knight's 5th, attacking the Knight which now guards Black's King's Pawn. This is the purpose of the move, which is called the Ruy Lopez attack since it was first played by a Spanish Bishop of that name. You now record as White's third move:

3. B—QKt5

White's move is a very threatening one. Yet Black has a good reply which was invented by Paul Morphy, the most famous of American players:

3. P—QR3

This move challenges White to declare himself. Either he must exchange his Bishop for the Knight, or retire. If he takes the Knight with his Bishop, then the play is 4. B x Kt, QP x B; 5. Kt x P, Q—Q5, winning the Pawn back and with a good game. However, as it is not well to exchange Bishops for Knights so early in the game, White draws it back to his Queen's Rook's 4th, out of danger, but where it

still maintains its attack on the Knight. Thus White's fourth move is:

4. B—QR4

For a moment White has given up the initiative which Black decides to take. So Black plays a strong move which develops a piece and at the same time attacks the unprotected White King's Pawn:

4. Kt—KB3

As White looks at the board and observes the last move, he asks himself, "What is Black threatening?, a question you should ask yourself after every move of your opponent. White sees that his King's Pawn is attacked and is not protected. Shall he protect it or sacrifice it for another powerful move? He decides to risk losing it and on his fifth move avail himself of a privilege which is allowed to each player once during the game, that of Castling. This means that if neither the King nor the King's Rook has moved, and the squares between them are vacant, the King may move at once to his Knight's square and the Rook jump over the King and rest on the King's Bishop's square. This is the one time in the game when the King may go two squares in a single move. But there can be no Castling if either the King or Rook has already moved; if the King is in check, that is, directly threatened; if the square which he is to occupy after having Castled is attacked; or if in moving two squares he has

to pass over a square which is commanded by the opponent.

In notation, Castling on the King's side of the board is indicated by *Castles KR*, or by the symbol *O—O*. On the Queen's side by *Castles QR*, or *O—O—O*. When the King Castles to the Queen's side the same general conditions must prevail, that is the three squares between the King and Rook must be vacant. The King, moving sideways two squares, rests on the Queen's Bishop's square and the Rook on the Queen's square. The purpose of Castling is to retire the King to a safer place and to bring the Rook to the attack more quickly. Sometimes it is not advisable to Castle at all.

Now White has decided to Castle on the King's side. So White's fifth move is:

5. Castles KR

Black may now capture White's King's Pawn if he wishes. But Black sees that if he does he will not only subject himself to a fierce attack but will also lose a tempo, the technical term in chess for loss of time. He therefore plays a move that not only brings out another piece but prepares the way for Castling:

5. B—K2

White decides to guard his King's Pawn which is still threatened by Black's King's Knight. He could play *P—Q3*, *Kt—B3*, or *Q—K2*. But he selects the more usual move:

6. R—Ksq.



*Queen
Bolonzo Italian Wood Carving*

With this move Black sees that he must not allow White to exchange the Bishop for the Knight. Accordingly Black advances his Queen's Knight's Pawn two squares, attacking the Bishop. Thus:

6. P—QKt4

There is no alternative for White. He must move his Bishop or lose it. Therefore he plays:

7. B—QKt3

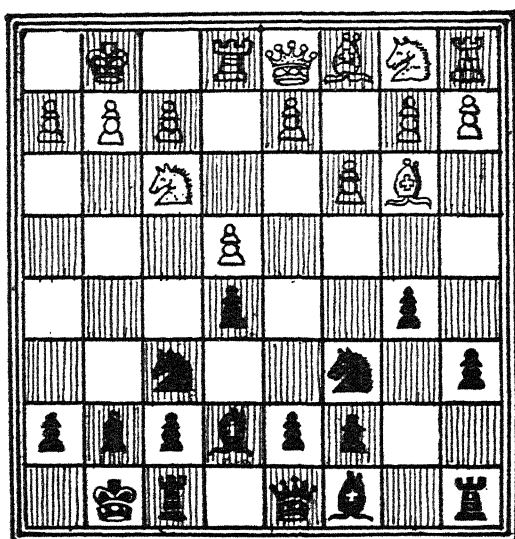
Black now brings his King's Rook to the attack by:

7. Castles KR

White observes that he has only one pawn advanced to the center and that his Queen's side is badly tied up. He needs to have a strong hold on the center. He might play his Queen's Pawn one square, but that would be too defensive. If he played it two squares to Q4 there would be the following exchange: 8. P x P; 9. Kt x P, Kt x Kt; 10. Q x Kt. Nevertheless this would be bad for White because Black would win a piece by 10. P.—QB4, threatening the Queen, which must move, after which Black would play P—QB5, winning the Bishop, which cannot escape. So before White plays P—Q4, he moves his Queen's Bishop's Pawn one square. Thus White's eighth move is:

8. P—QB3

White



Black

After White plays 8. P-QB3

Black now sees that if he allows White to push his pawns forward and establish a strong center, Black's game will be seriously crowded. In this position Black has the choice of playing the more conservative move of P—Q3, or the more aggressive move of P—Q4, which means the sacrifice of a pawn for a possible attack or a good position. Black decides on:

8. P—Q4

As White cannot allow Black's Queen's Pawn to advance any farther there is a series of exchanges:

- | | |
|-------------|-------------|
| 9. P x P | 9. KKt x P |
| 10. KKt x P | 10. Kt x Kt |
| 11. R x Kt | |

Black now observes that his Knight is threatened by two of White's pieces, the Bishop and the Rook, and is defended only by the Queen. He might move the Knight away to a very strong position on his King's Bishop's 3rd. But he decides to keep it where it is and add another guard. So he plays:

11. P—QB3

White is now a pawn ahead, but the pieces on his Queen's side are hemmed in. To release two of them White plays:

12. P—Q4

Black, feeling that the Rook occupies too strong a position, determines to drive it away. Therefore:

12. B—Q3

White brings the Rook back to the King's square:

13. R—K

White has now lost a tempo, and Black makes a most powerful move, positional and attacking.

13. Q—R5

White is now hard-pressed, for Black's Bishop on Q3 and Queen on R5 are both attacking White's King's Rook's Pawn, which is defended only by White's King. Unless White prevents it, Black on his next move can capture White's King's Rook's Pawn with his Queen—Check—and the White King must move away since he cannot take the Black Queen which is protected by the Bishop on Q3. If White should play his King's Rook's Pawn one square, then the following would result: 14. P—KR3, B x P; 15. P x B, Q x P; 16. Any move fatal, B—KR7 Check; 17. K—R, B—Kt6 Discovered Check; 18. K—Kt, Q—KR7 Check; 19. K—B, Q x BP Checkmate. To relieve the pressure and attack Black's Queen at the same time, White plays the better move:

14. P—KKt3

Black plays another powerful positional move:

14. Q—R6

White now decides to exchange his Bishop for Black's Knight which is too powerful and threatening. So:

15. B x Kt.

15. P x B

White now threatens Black's Queen's Pawn by his sixteenth move:

16. Q—B3

Black with all his pieces in play, while White is still undeveloped, decides to sacrifice another Pawn. Black can play B—KKt5, threatening the White Queen. But a more powerful and subtle move is:

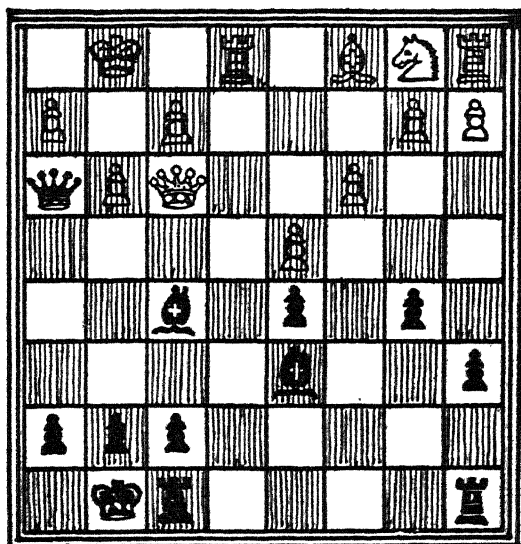
16. B—KB4

the threat being B—K5.

White, fearing B—K5, decides to capture Black's Queen's Pawn.

17. Q x P

White



Black
Just before White plays 17. Q x P.

With this move, the White Queen threatens to capture Black's King's Bishop. But Black continues his attack with:

17. QR—K

White is now pressed from another point. He must take Black's Rook:

18. R x R

18. R x R

White now sees that if Black is allowed to play his Rook to K8, the White King will be Checkmated. So he plays:

19. B—Q2

Black cannot now play his Rook to K8 because the Bishop will capture it. But Black makes another powerful and winning move:

19. B—K5

threatening the White Queen. There is no choice:

20. Q x B on K5

Otherwise, Black's Queen mates at Kt7.

The game continues and finishes:

20. R x Q

21. Kt—R3 (Attempting to develop his Rook.)

21. R—R5 (Making a small combination, threatening Q x RP Check.)

22. P x R

22. B x RP Check

This move of Black's is better and quicker than Q x P Check.

23. K—R

23. B—Kt6 Discovered Check

24. K—Kt

24. Q—R7 Check

25. K—B

25. Q x BP Checkmate

In this particular game, the reader has played the Black pieces. It will be well for him also to play over the game sitting behind the White pieces. Also, in playing, the reader should not try to memorize the moves so much as understand the principles upon which they were made.

In beginning chess the principal thing to remember is how the pieces and pawns move and capture, and that while the pieces are standing on their various squares to which they have been moved during the course of play they are all aiming at some points in the opponent's structure and may capture at some point at any moment. Another thing is that as the pieces attack, so do they guard. For instance a Bishop may be attacking an opposing Rook and be guarding a Rook standing diagonally behind it. Thus at all times you endeavor to play your pieces so they will both attack and defend simultaneously. When the pieces are scattered around on the board they have one meaning as they stand on their respective

squares, and another meaning in relation to the squares to which they can go and to the captures they can make. Therefore you study the pieces in their present positions and in their future possibilities of play. This you will understand more perfectly if, after each move of your opponent, you say to yourself, "What is he threatening?"

There are a few things more to know. Sometimes, especially in the beginning of the game, a pawn has reached the fifth square, for instance, White's K5, while Black has not yet moved his Queen's Pawn. By the laws of the game Black may move it two squares on its first move, that is to Q4. This would bring it past Q3, where it could be captured, and down where it would lie side by side with White's Pawn on K5. But as this seemed to give Black an advantage, since White's Pawn thereby lost its privilege of capturing, which it could do if Black had played the Pawn to Q3, it was agreed that though Black had the right to play his Pawn two squares, White should also have the right to capture it just as if it had moved only one square. This is called *En Passant*, *In Passing* or *Taking in Passing*. If White decides to capture the Pawn, he must do it on his next move, otherwise he loses the privilege and Black retains his Pawn on Q4. In capturing, White removes Black's Pawn from Q4 and places his Pawn on the passed square, that is on Black's Q3 which is also White's Q6. White

need not take the Pawn unless it is to his advantage which it sometimes is not.

Another point is that not all chess games are won or lost. Many are draws. There are four different ways in which a draw may be arrived at.

1. If the player with the superior pieces does not succeed in mating within fifty moves, after being requested to do so by his opponent, the game is drawn, provided there have been no captures nor any pawn moved.
2. When the same position occurs three times in the game, the same person being player on each occasion, such player may claim a draw before, but not after, the position is altered by further play.
3. If one player can give continual check to his opponent's King, the game is drawn by *perpetual check*. This is particularly effective when it is the player with the inferior forces who is able to bring this about.
4. Stalemate occurs when the King, though not in check, cannot move without moving to some square that is guarded by the opponent. This occurs only when the King is the only piece that can move and must therefore move.



*Knight
English Medieval.*

LESSON V

THE OPENINGS

There are, of course, many ways in which White can open the game, and many ways in which Black can reply. The following are the Openings.

KING'S PAWN OPENINGS

The Giuoco Piano

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
B — B4	3	B — B4	

The Ruy Lopez

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
B — QKt5	3		

The Petroff Defense

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — KB3	

The Two Knights' Defense

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
B — B4	3	Kt — KB3	

The Ponziani Game

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
P — QB3	3		

The Evans Gambit

Gambit in chess generally means sacrificing a Pawn in the opening of the game in order to get quicker development.

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
B — B4	3	B — B4	
P — QKt4	4	B x P	

If on the fourth move, Black plays B — Kt3 instead of B x P, it is called the Evans Gambit Declined.

The Scotch Gambit

White		Black	
P — K4	1	P — K4	

Kt—KB3	2	Kt—QB3
P —Q4	3	P x P
B —B4	4	

If on the fourth move White plays Kt x P instead of B—B4, and Black plays Kt—KB3, it is called the Scotch Game.

The Philidor Defense

White		Black
P —K4	1	P —K4
Kt—KB3	2	P —Q3

The King's Knight's Gambit

White		Black
P —K4	1	P —K4
P —KB4	2	P x P
Kt—KB3	3	P —KKt4
B —B4	4	B —Kt2
Castles	5	P —Q3
P —Q4	6	P —KR3

The Danish Gambit

White		Black
P —K4	1	P —K4
P —Q4	2	P x P
P —QB3	3	P x P
KB—B4	4	P x P
QB x P	5	P —Q4

The Cunningham Gambit

White		Black	
P — K4	1	P — K4	
P — KB4	2	P x P	
Kt — KB3	3	B — K2	
B — B4	4	B — R5 ch.	
P — KKt3	5	P x P	
Castles	6	P x P ch.	
K — R1	7		

The Kieseritzky Gambit

White		Black	
P — K4	1	P — K4	
P — KB4	2	P x P	
Kt — KB3	3	P — KKt4	
P — KR4	4	P — KKt5	
Kt — K5	5		

If at the fifth move White plays Kt — Kt5, Black threatens to capture the Knight by playing P — KR3. As the Knight is cornered, White sacrifices it by taking the KBP. This is called the Allgaier Gambit.

The Muzio Gambit

White		Black	
P — K4	1	P — K4	
P — KB4	2	P x P	
Kt — KB3	3	P — KKt4	
B — B4	4	P — Kt5	

Kt—QB3	5	P x Kt
Q x P	6	

The Philidor Gambit

White		Black
P —K4	1	P —K4
Kt—KB3	2	P —Q3
P —Q4	3	P —KB4

The King's Bishop's Gambit

White		Black
P —K4	1	P —K4
P —KB4	2	P x P
B —B4	3	Q —R5 ch.
K —B1	4	

The King's Gambit Declined

White		Black
P —K4	1	P —K4
P —KB4	2	B —B4
Kt—KB3	3	P —Q3

or

White		Black
P —K4	1	P —K4
P —KB4	2	P —Q4
P x QP	3	P —K5

This second method is called the Falkbeer Counter-Gambit.

MISCELLANEOUS OPENINGS AND DEFENSES

Vienna Opening

White		Black	
P —K4	1	P —K4	
QKt—B3	2	KKt—B3	

The Hampe-Allgaier Gambit

White		Black	
P —K4	1	P —K4	
QKt—B3	2	QKt—B3	
P —B4	3	P x P	
Kt—KB3	4	P —KKt4	
P —KR4	5		

The Pierce Gambit

White		Black	
P —K4	1	P —K4	
QKt—B3	2	QKt—B3	
P —B4	3	P x P	
Kt—KB3	4	P —KKt4	
P —Q4	5		

The King's Bishop's Opening

White		Black	
P —K4	1	P —K4	
B —B4	2		

Greco-Counter Gambit

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	P — KB4	

Alekhine Defense

White		Black	
P — K4	1	Kt — KB3	
P — K5	2	Kt — Q4	

Max Lange Attack

White		Black	
P — K4	1	P — K4	
Kt — KB3	2	Kt — QB3	
B — B4	3	B — B4	
Castles	4	Kt — KB3	
P — Q4	5	P x P	
P — K5	6	P — Q4	

The French Defense

White		Black	
P — K4	1	P — K3	
P — Q4	2	P — Q4	

The Caro-Kann Defense

White		Black	
P — K4	1	P — QB3	
P — Q4	2	P — Q4	

The Sicilian Defense

White		Black	
P — K4	1	P — QB4	
QKt — B3	2	P — K3	

The Fianchetto

White		Black	
P — K4	1	P — QKt3	

This is called the Queen's Fianchetto, and is followed by B — QKt2. If Black plays P — KKt3, it is then called the King's Fianchetto. If played on the second or third move, it is called respectively, Queen's or King's Indian Defense.

QUEEN'S PAWN OPENINGS

Queen's Pawn's Game

White		Black	
P — Q4	1	P — Q4	
Kt — KB3	2	Kt — KB3	

Queen's Gambit

White		Black	
P — Q4	1	P — Q4	
P — QB4	2	P x P	

Queen's Gambit Declined

White		Black	
P — Q4	1	P — Q4	
P — QB4	2	P — K3	
Kt — QB3	3	Kt — KB3	
B — KKt5	4	B — K2	

The Dutch Defense

White		Black	
P — Q4	1	P — KB4	

'Tchigorin's Defense

White		Black	
P — Q4	1	Kt — KB3	
Kt — KB3	2	P — K3	

Niemzowitch's Attack

White		Black	
Kt — KB3	1	Kt — KB3	
P — QKt3	2	P — Q4	
B — Kt2	3	P — K3	

Blackmar Gambit

White		Black	
P — Q4	1	P — Q4	
P — K4	2	P x P	
P — KB3	3	P — K4	

Albin's or Queen's Counter-Gambit

White		Black	
P — Q4	1	P — Q4	
P — QB4	2	P — K4	
QP x P	3	P — Q5	

SPECIAL OPENINGS

The English Opening

White		Black	
P — QB4	1	P — K4	

From's Gambit

White		Black	
P — KB4	1	P — K4	
P x P	2	P — Q3	
P x P	3	B x P	

Zukertort's Opening

White		Black	
Kt — KB3	1	P — Q4	
P — Q4	2	P — K3	

LESSON VI

SOME INVALUABLE DON'TS

A GAME OF CHESS is divided into three parts, the Opening, the Middle Game, and the End Game. So far as the Opening is concerned, it is well to observe certain general principles.

Do not move a piece twice during the Opening.

The Knights should generally be brought out before their respective Bishops.

It is preferable to bring out both your Knights before you play your Queen's Bishop.

Develop both sides as evenly as possible, not one side alone.

In the Opening it is well not to play any of your pieces beyond your own side of the board except in very special situations.

Unless you have Castled do not allow your opponent to open a file on your King.

Do not pin your opponent's King's Knight before he has Castled, particularly if you yourself have already Castled on the King's side. Pinning means attacking a minor piece behind which stands a more valuable one. For instance, if a Bishop attacks a Knight and a Queen



*King
Chinese Carved Ivory*

stands diagonally behind the Knight, the Knight is said to be pinned, because it cannot move without the Queen being captured by the Bishop. A Rook can, if protected, pin a Queen which stands in front of a King, and a Queen can pin a Knight which stands in front of a King either directly or diagonally.

Never exchange pieces if such exchanges result in the development of your opponent's pieces.

As a general rule do not exchange Bishops for Knights in the early part of the game.

Study the weak spots in your opponent's game structure and build up your attack accordingly, taking care not to launch your attack prematurely.

Reader, you now have the basic principles which govern in chess. With this book you can learn the game in all its fundamentals so that you can play it understandingly. May chess give you the same pleasure that it has to the millions of people throughout history who have played it.

INTERNATIONAL SYSTEM OF TOURNAMENT PAIRING

So far as the author is aware, this is the first time that this system of pairing has appeared in any chess book in English. While it was designed originally for chess tournaments, it can of course be used in tournaments of other games or sports. In arranging the pairing for odd numbers of players, observe that the player who draws the number in the parenthesis has the bye.

Round

Three and Four Players

1	1, (4)	2, 3
2	(4), 3	1, 2
3	2, (4)	3, 1

Five and Six Players

1	1, (6)	2, 5	3, 4
2	(6), 4	5, 3	1, 2
3	2, (6)	3, 1	4, 5
4	(6), 5	1, 4	2, 3
5	3, (6)	4, 2	5, 1

Seven and Eight Players

1	1, (8)	2, 7	3, 6	4, 5
2	(8), 5	6, 4	7, 3	1, 2
3	2, (8)	3, 1	4, 7	5, 6
4	(8), 6	7, 5	1, 4	2, 3
5	3, (8)	4, 2	5, 1	6, 7
6	(8), 7	1, 6	2, 5	3, 4
7	4, (8)	5, 3	6, 2	7, 1

Round**Nine and Ten Players**

1	1, (10)	2, 9	3, 8	4, 7	5, 6
2	(10), 6	7, 5	8, 4	9, 3	1, 2
3	2, (10)	3, 1	4, 9	5, 8	6, 7
4	(10), 7	8, 6	9, 5	1, 4	2, 3
5	3, (10)	4, 2	5, 1	6, 9	7, 8
6	(10), 8	9, 7	1, 6	2, 5	3, 4
7	4, (10)	5, 3	6, 2	7, 1	8, 9
8	(10), 9	1, 8	2, 7	3, 6	4, 5
9	5, (10)	6, 4	7, 3	8, 2	9, 1

Eleven and Twelve Players

1	1, (12)	2, 11	3, 10	4, 9	5, 8	6, 7
2	(12), 7	8, 6	9, 5	10, 4	11, 3	1, 2
3	2, (12)	3, 1	4, 11	5, 10	6, 9	7, 8
4	(12), 8	9, 7	10, 6	11, 5	1, 4	2, 3
5	3, (12)	4, 2	5, 1	6, 11	7, 10	8, 9
6	(12), 9	10, 8	11, 7	1, 6	2, 5	3, 4
7	4, (12)	5, 3	6, 2	7, 1	8, 11	9, 10
8	(12), 10	11, 9	1, 8	2, 7	3, 6	4, 5
9	5, (12)	6, 4	7, 3	8, 2	9, 1	10, 11
10	(12), 11	1, 10	2, 9	3, 8	4, 7	5, 6
11	6, (12)	7, 5	8, 4	9, 3	10, 2	11, 1

Thirteen and Fourteen Players

1	1, (14)	2, 13	3, 12	4, 11	5, 10	6, 9	7, 8
2	(14), 8	9, 7	10, 6	11, 5	12, 4	13, 3	1, 2
3	2, (14)	3, 1	4, 13	5, 12	6, 11	7, 10	8, 9
4	(14), 9	10, 8	11, 7	12, 6	13, 5	1, 4	2, 3
5	3, (14)	4, 2	5, 1	6, 13	7, 12	8, 11	9, 10
6	(14), 10	11, 9	12, 8	13, 7	1, 6	2, 5	3, 4
7	4, (14)	5, 3	6, 2	7, 1	8, 13	9, 12	10, 11
8	(14), 11	12, 10	13, 9	1, 8	2, 7	3, 6	4, 5
9	5, (14)	6, 4	7, 3	8, 2	9, 1	10, 13	11, 12
10	(14), 12	13, 11	1, 10	2, 9	3, 8	4, 7	5, 6
11	6, (14)	7, 5	8, 4	9, 3	10, 2	11, 1	12, 13
12	(14), 13	1, 12	2, 11	3, 10	4, 9	5, 8	6, 7
13	7, (14)	8, 6	9, 5	10, 4	11, 3	12, 2	13, 1

*Round**Fifteen and Sixteen Players*

1	1, (16)	2, 15	3, 14	4, 13	5, 12	6, 11	7, 10	8, 9
2	(16), 9	10, 8	11, 7	12, 6	13, 5	14, 4	15, 3	1, 2
3	2, (16)	3, 1	4, 15	5, 14	6, 13	7, 12	8, 11	9, 10
4	(16), 10	11, 9	12, 8	13, 7	14, 6	15, 5	1, 4	2, 3
5	3, (16)	4, 2	5, 1	6, 15	7, 14	8, 13	9, 12	10, 11
6	(16), 11	12, 10	13, 9	14, 8	15, 7	1, 6	2, 5	3, 4
7	4, (16)	5, 3	6, 2	7, 1	8, 15	9, 14	10, 13	11, 12
8	(16), 12	13, 11	14, 10	15, 9	1, 8	2, 7	3, 6	4, 5
9	5, (16)	6, 4	7, 3	8, 2	9, 1	10, 15	11, 14	12, 13
10	(16), 13	14, 12	15, 11	1, 10	2, 9	3, 8	4, 7	5, 6
11	6, (16)	7, 5	8, 4	9, 3	10, 2	11, 1	12, 15	13, 14
12	(16), 14	15, 13	1, 12	2, 11	3, 10	4, 9	5, 8	6, 7
13	7, (16)	8, 6	9, 5	10, 4	11, 3	12, 2	13, 1	14, 15
14	(16), 15	1, 14	2, 13	3, 12	4, 11	5, 10	6, 9	7, 8
15	8, (16)	9, 7	10, 6	11, 5	12, 4	13, 3	14, 2	15, 1



*Black Queen
French Carved Ivory.*

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